506 up and down. As a result, the inclined long hole **512** relatively moves the Fresnel lens **504** back and forth through the anchor pin **508**. The move direction of the anchor pin **508** is regulated by the horizontal long hole **510** made in the hold piece **509** of the front frame **505** and therefore the Fresnel lens **504** makes a back-and-forth horizontal move.

[**0105**] As the Fresnel lens **504** moves back and forth, the distance from the first liquid crystal panel **501** becomes relatively variable and the displayed symbols on the rotation reels **3**L, **3**C, and **3**R of variable display means can be scaled up or down on the display screen **5***a* as shown in **FIG. 40**. By positioning the Fresnel lens **504** at the center as the standard position, as the Fresnel lens **504** is moved forward, the displayed symbols can be scaled up; as the Fresnel lens **504** is moved backward, the displayed symbols can be scaled down.

[**0106**] In the embodiment, the Fresnel lens **504** is disposed behind the first liquid crystal panel **501**. However, as the Fresnel lens **504** is disposed in front of the first liquid crystal panel **501**, it is made possible to scale up or down an image displayed by the first liquid crystal panel **501**.

[**0107**] **FIG. 41** shows a scaling mechanism section A according to another embodiment of the invention. A panel display unit **5** has a multi-layer structure including a first liquid crystal panel **501**, a front frame **505**, a Fresnel lens **504**, a second liquid crystal panel **502**, an acrylic plate **503**, and a rear frame **506**.

[**0108**] In the embodiment, as shown in the Figure, four bolt shafts M1' joined at base ends to a motor M' are disposed so as to pierce the rear frame **506** and on the other hand, a screw boss **521** provided on a lens frame **507** of the Fresnel lens **504** is screwed into each bolt shaft M1'. As the bolt shaft M1' rotates, the Fresnel lens **504** can be moved back and forth, and a spring **522** is placed between the lens frame **507** and the front frame **505**. Numeral **523** denotes a spring disposing seat.

[**0109**] According to the configuration, as the motor M' is driven, the distance between the Fresnel lens **504** and the first liquid crystal panel **501** becomes relatively variable and still symbols displayed on rotation reels **3**L, **3**C, and **3**R can be scaled up or down. Also in the embodiment, by positioning the Fresnel lens **504** at the center as the standard position, as the Fresnel lens **504** is moved forward, the displayed symbols can be scaled up; as the Fresnel lens **504** is moved backward, the displayed symbols can be scaled down.

[**0110**] A scaling mechanism section A shown in **FIG. 42** will be discussed as still another embodiment of the invention. Also in the embodiment, a panel display unit **5** has a multi-layer structure including a first liquid crystal panel **501**, a front frame **505**, a Fresnel lens **504**, a second liquid crystal panel **502**, an acrylic plate **503**, and a rear frame **506**.

[**0111**] In the embodiment, as shown in the Figure, the front frame **505** and the rear frame **506** are joined by four connecting rods **525**, and a lens frame **507** provided with an inch worm motor M" using a piezoelectric element is attached to the connecting rods **525**.

[**0112**] According to the configuration, as the inch worm motor M" is driven, the Fresnel lens **504** can be moved back and forth together with the lens frame **507**.

[**0113**] In the embodiments described above, the Fresnel lens **504** is used as one component of the scaling means, but a convex lens can also be used.

[**0114**] The convex lens is comparatively thick. Thus, in a case where the convex lens is used, it is preferable to adopt a configuration to produce scaled-up display in a spot-like manner.

[**0115**] As shown in **FIG. 43**, an arm **531** is joined through an inch worm motor M" to a shaft **530** placed between a front frame **505** and a rear frame **506** for rotation, and a spot convex lens **532** is provided at the tip of the arm **531**. The shaft **530** is joined at the base end to a motor M' through a gear mechanism **533**. In the Figure, numeral **534** denotes a bearing of the shaft **530**.

[**0116**] According to the configuration, the spot convex lens **532** can be moved in parallel with panel display unit **5**. The motor M' is drive as required and the spot convex lens **532** is rotated and moved in the area of display screen **5***a* and further the inch worm motor M" is driven as required, thereby moving the spot convex lens **532** back and forth, making it possible to produce scaled-up display in a spot-like manner under an appropriate magnification.

[**0117**] In the example shown in the Figure, the spot convex lens **532** is singly used. However, the spot convex lenses **532** can be provided in a one-to-one correspondence with a plurality of shafts **530** provided between the front frame **505** and the rear frame **506** for increasing the number of spots where scaled-up display can be produced.

[**0118**] The motors M and M' and the inch worm motor M" described above are controlled by a control signal from a microcomputer **40** (described later).

[**0119**] In the description of the configurations in the embodiments, the first and second liquid crystal panels **501** and **502** are used as the front display means. However, an EL (electro-luminescent) panels can also be used in place of the liquid crystal panels. In any way, to use such electronic displays, slim and compact display means can be formed and moving image display is made possible, making it possible to produce extensive information display.

[**0120**] Thus, in the embodiment, the panel display unit **5** is provided with the display scaling means, whereby it is made possible to scale up or down display of the necessary image and a stronger impact is given to the player; as the image is scaled up, and sharper display is produced. Therefore, the amusement of the gaming machine for the player to enjoy an effect image is still more enhanced, and it is made possible for the player to be satisfied with playing a game without getting tired of the game.

[**0121**] Further, as described above, by superposing the first and second liquid crystal panels **501** and **502** on each other and displaying the same images at the same positions of the first and second liquid crystal panels **501** and **502**, the images overlap and can be displayed more clearly. Further, by displaying a different image on one liquid crystal panel, both images are displayed as they are combined and magical display is made possible. Specifically, while displaying character image and text information and further the pay lines, lamps, and display parts on the first liquid crystal panel **501**, a background image can be displayed on the second liquid crystal panel **502**. As the image on the other liquid